TISSOT

SWISS WATCHES SINCE 1853*

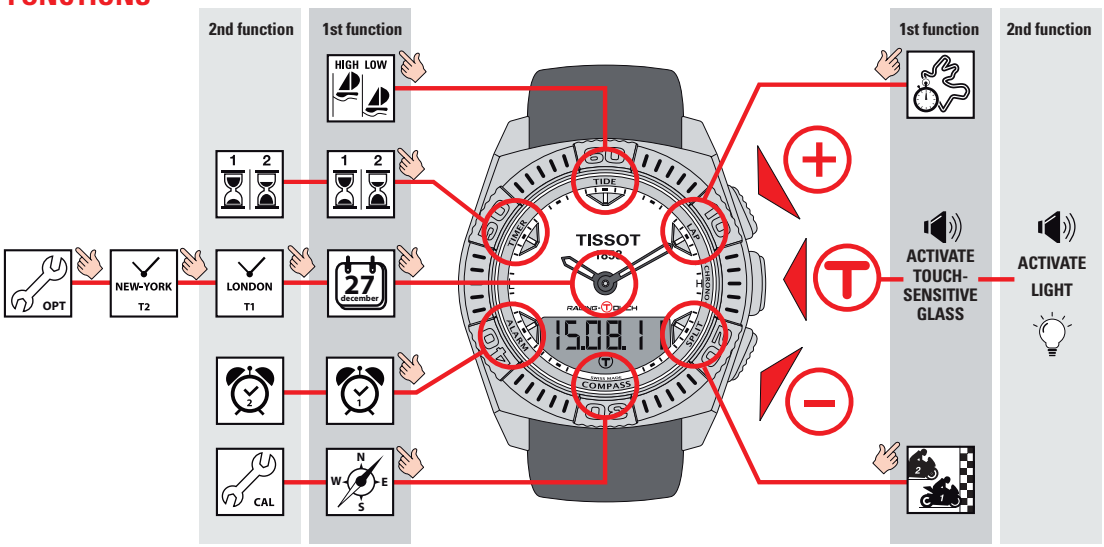
RACING-TOUCH

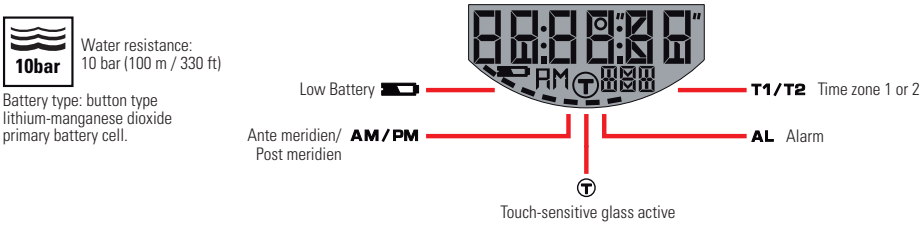
USER'S MANUAL

Acknowledgements

We would like to thank you for choosing a TISSOT watch, a Swiss brand among the most highly renowned in the world. Your RACING-TOUCH watch has the most recent technical innovations. It gives you a constant analogue time display and a variety of digital displays. In addition, the following functions can be accessed simply by touching the glass: Alarm, Compass, Lap time, Split time, Timer and Tide.

FUNCTIONS





Activate touch-sensitive glass / Activate light

LONDON T1	**CENTRE** – Time 1	3
NEW-YORK T2	**CENTRE** – Time 2	3
27 december	**CENTRE** – Date	3
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HIGH LOW	**TIDE** – Tide schedule	7
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GENERAL USER INFORMATION

Activating the touch-sensitive glass

When the glass is activated, the «T» symbol will flash on the digital display.

If the glass is not touched, it will automatically deactivate after 15 seconds.

Exception: in compass mode, the glass will deactivate after 30 seconds.

Activating the light

Activating the light - The display light will stay on for 10 seconds.

Select a function

Touch one of the 7 touch-sensitive areas of the glass to activate the corresponding function.

Setting mode

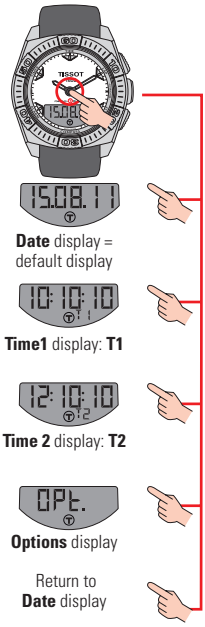
⊕ : move display and/or hand position forward

⊖ : move the display and/or hand position backward

If no manipulation for 10 seconds, the setting mode is deactivated.

Display mode

Activate the glass



Date display = default display

Time1 display: **T1**

Time 2 display: **T2**

Options display

Return to **Date** display

LONDON T1 | NEW-YORK T2

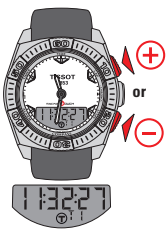
SETTING > TIME T1 & T2

Pressing and holding the 2 o'clock (+) or 4 o'clock (-) pushers will move the hands forward or backward. After a full revolution, the minute hand will stop and the hour hand advances/reverses in steps of one hour. Time T2 is set in steps of 15 minutes.

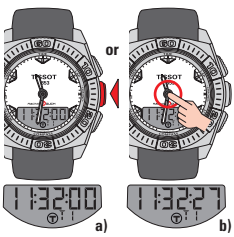
Activate the glass

Time **T1** or **T2** display (example: T1)

Setting mode



⊕: forward 1 min.
⊖: back 1 min.
(hands and display)



Validate setting
a) The seconds restart at zero
b) The seconds continue

SETTING > DATE

The calendar is perpetual, i.e. the number of days per month is predefined allowing the watch to correctly indicate the date until 2099. In continuous setting, the days scroll past slowly at first, and then quicker. After a full month, the calendar scrolls in months, and then likewise in years.

Activate the glass

Date display

Setting mode

⊕: forward one day
⊖: back one day

Validate setting

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SETTING > OPTIONS

Use the options menu to access the main settings of the watch.

Activate glass

Options display (see page 4)

Switch to sub-menu: **Units** display

Beep display

Swap timezones T1 with T2

Automatic switch to **standby** mode after 10 seconds. Beeps every second

Back to **units** display

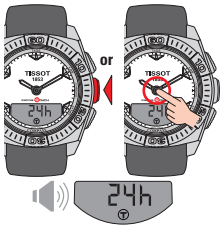
At any time: exit sub-menu - back to date display

SETTING > UNITS

Units display

Setting mode

Select mode **12/24** hours - in 12 hour mode, **AM** appears in the display below the time.



Validate setting. Selecting 12 hour mode displays the date in the format MM.DD.YY (month, day, year) and 24 hour mode in the format DD.MM.YY (day, month, year).

SETTING > BEEP

Beep display

Setting mode

Activated = on
Deactivated = off

Validate setting

Deactivating the sound silences adjustment beeps but not the alarms.

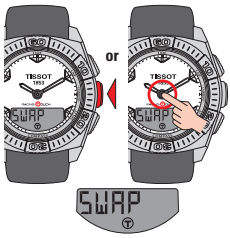
SETTINGS > SWAP

Swap mode allows the exchange of time T1 with time T2. Example: Before travelling, one can set the local time zone of the destination under T2 and upon arrival use the swap setting to have local time displayed as T1. When returning simply swap the two time zones back again.

Swap display

Setting mode

«Swap N» = No
«Swap Y» = Yes



Validate setting

SETTINGS > SLEEP

Sleep (or standby) mode is a battery economy mode. All the functions are deactivated except the time and date which are continuously being updated in the background. This mode economises the battery when the watch is not being worn.

Automatic switch to **standby** mode after 10 seconds. Beep every second.

a) The watch is on **standby**

Back to **time & date** mode

b) ⊕ / ⊖ : stop the count, the watch does not switch to **standby** mode

Back to **time & date** mode

SETTINGS > SYNCHRONISATION

✔ **Synchronised**

✗ **Desynchronised**

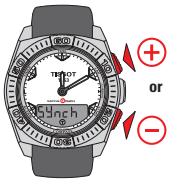
The watch needs to be synchronised if the watch hands do not display the same time as the digital display, or if they are not correctly superimposed when accessing the functions.

The watch is desynchronised when its electric motor's mechanism is disturbed due to heavy impacts for example.

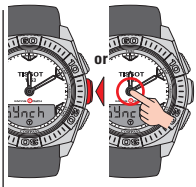
N.B.: The glass must be active to access the synchronisation mode.

Units display

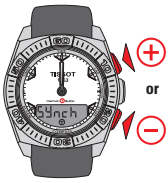
Press and hold the middle pusher to enter into synchronisation setting mode
If the watch is synchronised, the hands should be perfectly superimposed in the 12 o'clock position.

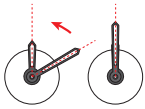


Position the hours hand at 12 o'clock

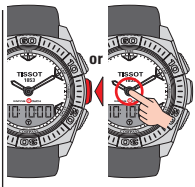


Validate setting





Position the minute hand at 12 o'clock



Validate setting
Return to **Time T1** mode

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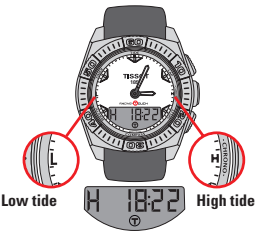
TIDE

The minute hand indicates the actual state of a tide at a chosen location and the hour hand shows the tendency to low or high tide.

Activate glass

Tide display



Hour hand indicates the tendency to low or high tide
Minute hand indicates the actual state of the tide (amplitude)

The display indicates the time of next high and low tides

SETTING > CALIBRATING THE TIDE FUNCTION

For your RACING-TOUCH to indicate correct tidal information, you need to enter the exact time of the next high tide at your location. Please visit one of the websites listed on page 7 for information about tidal times.

High tide display

Setting mode

⊕: time forward
⊖: time backward

Validate setting

GLOSSARY > TIDE

Tides

Tides are the rise and fall of sea levels caused by the combined effects of the rotation of the Earth and the gravitational forces exerted by the Moon and the Sun. The interval between two high tides is of approximately 12 hours and 25 minutes.
During high tide, the sea level rises because the side of the Earth facing the Moon (nearest it) is attracted by the gravitational force of the Moon. Combined with the centrifugal force caused by the rotation of the Earth, oceans stretch into an ellipse with the Earth in the center. The ellipse has two peaks; one nearest the Moon and one farthest from it (at the antipodal point). As the Earth spins on its axis once a day and the Moon needs about 30 days to rotate around the Earth, the ellipse stays aligned with the Moon meaning that there are two high and two low tides in one day.

Description of function

Upon activation of the Tide function, the hands of your RACING-TOUCH indicate tidal information.

Minute hand

The minute hand moves back and forth in a half circle between 9 o'clock and 3 o'clock and indicates the actual state (amplitude) of the current tide. As there are four tides a day, the minute hand will need 6 hours to go from 9 to 3 o'clock and thus indicating how high, how low or how average is the current sea level for a chosen location.

Hour hand

In Tide function, the hour hand only has two positions. It points either towards 9 o'clock ("L") or towards 3 o'clock ("H"). If it points to "L", it means that the tidal tendency (next tide) is to low tide and if it points to "H" it is to high tide. When the Tide function is calibrated for a chosen location, the LCD display indicates at which time the next high and low tides will occur.

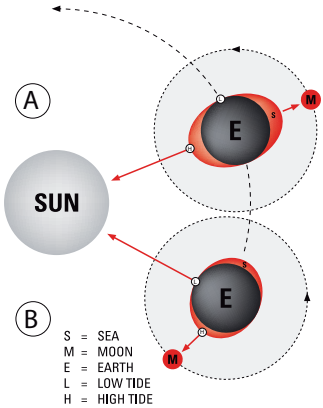
Example: The next tide will be a low tide (hour hand points to «L»), the sea level is still high as the last tide was a high one but it is now descending (minute hand is always trying to catch up the hour hand). It will be full low tide in approximately 4 hours, at exactly 5:54 pm.

Note

For best accuracy of the tide function, set tidal times as frequently as possible. For your safety, always carefully plan boat trips with accurate information and tools that meet your needs.

Useful links

www.tides.info
www.tide-forecast.info



Example

LAP

The lap function is a chronograph dedicated to measuring lap times of 1 runner / racer, etc.

Activate glass

Lap display

Start lap chronograph with ⊕ pusher
First lap time is running

Use the ⊖ pusher to mark the end of each lap
Last marked lap time is blinking for 10 seconds while next lap time is already running in background

Last lap time must be stopped with the ⊕ pusher

Reset lap chronograph with the ⊖ pusher
Lap times are saved as long as the chronograph is not started again

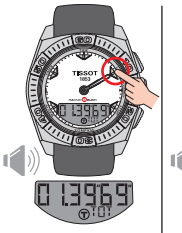
LAP > SAVED DATA

Every lap time measured with the lap function are saved and can be displayed on the watch as well as total race time, fastest, slowest and average lap times statistics.

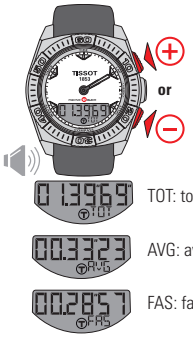
Activate glass

Touch twice to access saved lap times

Scroll through lap times with the ⊕ and ⊖ pushers



Touch again to access statistics



TOT: total race time
AVG: average lap time
FAS: fastest lap time
SLO: slowest lap time

Scroll through statistics with the ⊕ and ⊖ pushers

SPLIT

The split function is a chronograph dedicated to measuring total racing time of up to 99 racers competing in the same timed event.
Example: measure the arrival time of several runners in a 100 meter race.

Activate glass

Split display

Start split chronograph with the ⊕ pusher

Use the ⊖ pusher to mark the arrival of up to 99 racers
Last marked arrival time is blinking for 10 seconds while the total elapsed time is still running in background

Last arrival time must be stopped with the ⊕ pusher

Reset split chronograph with the ⊖ pusher
Arrival times are saved as long as the split chronograph is not started again

SPLIT > SAVED DATA

Every split time measured with the split function is saved and can be displayed on the watch.

Activate glass

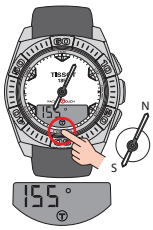
Touch twice to access saved split times

Scroll through split times with the ⊕ and ⊖ pushers
TOT: last arrival time and total race time

COMPASS

The minute hand points to magnetic North. By setting the magnetic declination the minute hand will indicate True Noth. In compass mode, the LCD displays the azimuth (angle between Heading (12 o'clock) and the North (minutes hand)).

Activate glass



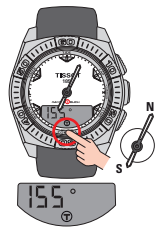
Minutes hand points to North
LCD display indicates the azimuth

Calibration of the **compass**

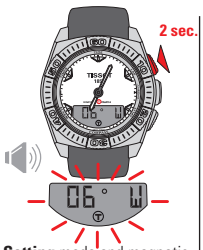
Back to regular **compass** display

SETTING > COMPASS > MAGNETIC DECLINATION

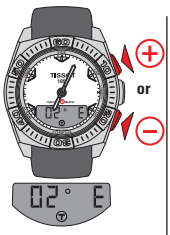
The RACING-TOUCH compass can be adjusted to indicate True North if the magnetic declination for a chosen location is known.



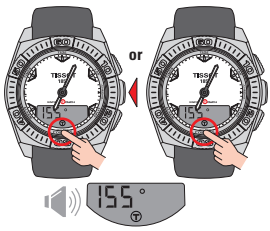
Compass Display



Setting mode and magnetic declination display



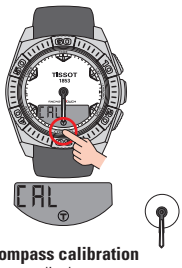
Insert the magnetic declination
⊕: +/- degree East
⊖: +/- degree West



Validate setting
Minute hand now points to True North

SETTING > COMPASS > COMPASS CALIBRATION

In case you feel that your RACING-TOUCH is no longer pointing to North (due to a shock or a strong exposure to a magnetic field), you can recalibrate it.



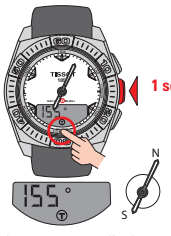
Compass calibration display

Activate **calibration** mode
- glass deactivated during calibration

Turn the watch on itself for more than a complete revolution on a horizontal surface (e.g. a table) in an environment free from magnetic interference, at a rotation speed of around 30° per second.
Total time: 20 seconds maximum

a) Calibration successful
- data stored

b) Calibration failed
- repeat calibration

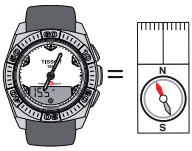


Back to **compass** display

GLOSSARY > COMPASS

Compass

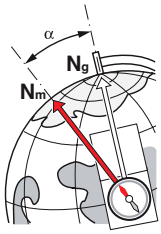
In compass mode, your RACING-TOUCH indicates the magnetic North. By setting the magnetic declination in the watch, it will indicate True North.



Compass explanations

The vertical lines (meridians) on the Earth converge at the True North Pole (Ng), indicating its direction. The hand of a conventional compass indicates the direction of the Magnetic North Pole (Nm). The angle between these two directions Ng and Nm is known as magnetic declination. The magnetic declination value depends on your location on Earth. Furthermore, the Magnetic North Pole is constantly moving. So the magnetic declination value also depends on the date. If the correct magnetic declination value (for the location and date) is set (see the setting procedure on page 10), the minutes hand of your RACING-TOUCH will point to True North (Ng). If the magnetic declination is set to 0, your RACING-TOUCH will point to Magnetic North (Nm). The magnetic declination values and dates are indicated on topographic charts, or can be found on the internet.

Website example: http://www.ngdc.noaa.gov/geomagmodels/Declination.jsp

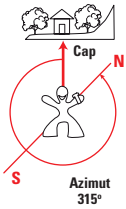


Azimuth

In compass mode, the LCD display of your RACING-TOUCH indicates the azimuth (heading or direction) that the watch (6-12 o'clock axis) is facing.

Azimuth explanations

An azimuth is the horizontal angle between the direction of an object (heading) and North and is measured in degrees from 0° to 359° (e.g.: East = 90°). In compass mode, 12 o'clock represents the heading given by the azimuth relative to North.



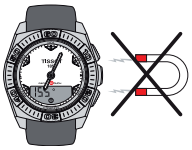
Example: Imagine you want to follow a given azimuth of 315° East using your RACING-TOUCH. Activate the compass function and hold the watch horizontally in front of you. Rotate on yourself until you read the azimuth you are looking for (here 315°) in the LCD: the direction that both yourself and the watch are facing at that moment is the azimuth (here 315°) to follow..

Note 1

For a correct indication of North, it is very important to hold the watch as level as possible.

Note 2

The compass function, like any other compass, should not be used near a metal or magnetic mass. In case of doubt, you can recalibrate your compass.



Characteristic of the function

Accuracy: ± 8°

Resolution: 2°

ALARM

The 2 alarms are associated with time T1. An alarm rings during 30 seconds, without repeating. A ringing alarm can be stopped by pressing one of the push-buttons.

Activate glass

Alarm 1 display

Alarm 2 display

Alarm rings

Stop **alarm**

SETTING > ALARM

Alarm 1 or 2 display

Activate or deactivate **alarm**

Setting mode

⊕ & ⊖: adjust alarm

Validate setting

TIMER

The RACING-TOUCH features 2 individual timers that can be set manually. Use the pushers to set a time in the timer function.

Activate glass

First timer display
Touch twice to access the **second timer**

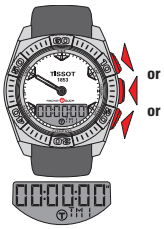
Setting mode

⊕: add time
⊖: remove time

Validate setting

Start or stop the **timer**

Timer rings when it reaches zero



Stop the ringing with any pusher

Reload the last time set on the **timer**